AT LAST! THE ORIGIN OF SONIC!

Sonic the comic

95p

Number 8 September 4th 1993

Britain's OFFICIAL SEGA COMIC Every Fortnight!

WHAT HAS HAPPENED TO SONIC?

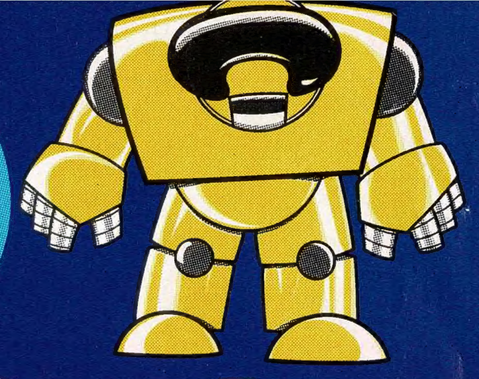
WHY IS HE SO BROWN?

WHO TURNED HIM BLUE?

HOW DID HE CHANGE?

PLUS! STREETS OF RAGE • KID CHAMELEON • WONDER BOY

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Are we good to you or what? This issue sees the start of a brand-new prize for any of you fortunate enough to get your work printed in STC. With the help of ace toy company Tomy we've laid our hands on a large quantity of the new SONIC WATER FUN GAME - which we're going to give one of to each Boomer with a letter or drawing appearing in Speedlines, absolutely free!

The SONIC WATER FUN GAME provides you with a new kind of challenge. I guess you could call it 'wetware'. It's great for taking anywhere you can't get your hands on a real SONIC THE HEDGEHOG game. Scope out Speedlines this issue for more details.

Apologies to those Boomers who had hoped to see the start of STC's High Score zone in the last issue. I wish I could say that those humes-who-think-they're-in-charge had messed up again, but, fact is, we're so swamped with your high score claims it's taking longer than planned to get the new zone activated. Stay tuned, though, because it'll be hitting you sooner than you think.

Meanwhile, don't forget to let me know what you think about STC's two new mega-series, STREETS OF RAGE and KID CHAMELEON. They're just the start of many great, new, Sega-inspired series heading your way. Next issue you'll hear about the next new series we have on the launch pad. It'll knock your block off!

Megadroid

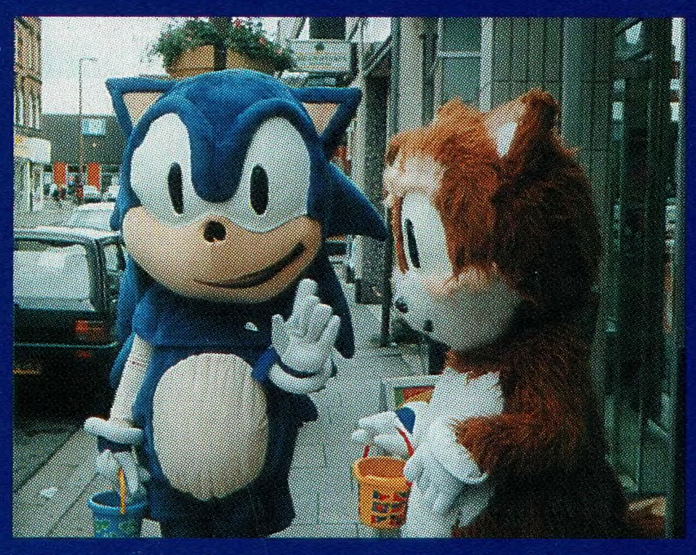
Cool Woolies

Woolworths in Long Eaton, Nottinghamshire, is a pretty cool place. They get Sonic and Tails to come along and help them out!

At the store's recent Fun Day in July, Sonic and Tails made a personal appearance to help raise money for the Barnados charity.

Senior Boomer Mandy Turner told STC that a great day was had by all. There were Sonic badges, posters, T-shirts, posters, toys and a whole lot more to be had. A Sega Mega CD was available for anyone to try their hands on at 30p a go and there was a raffle to win a car. Sonic and his buddy raced around during the Fun Day collecting donations from their fans and helping raise the final figure of nearly £200 for Barnados.

According to Mandy the staff of Woolworths had almost as much fun as their customers. I'm sure any Long Eaton Boomers who were at the Fun Day will agree.



Sonic and Tails raise bucket-loads of money at the Long Eaton Woolworths Fun Day.

SOLD OUT!

Sonic Sells Out

Hold those phone calls. Stop the begging letters. It's time to face the awful truth: The first, landmark issue of SONIC THE COMIC is a complete sell-out!

Sorry, Boomers, but those of you who have been writing, phoning, faxing and carrier pigeoning the STC offices with desperate requests for copies of STC 1 - you're out of luck! That issue was such a success that it has now entered the realms of Highly Collectable Comics of The Past.

The good news, however, is that you will soon be able to buy back issues of STC (except issue 1) through this comic. Not only that, but there will also be a subscription service available to all Boomers.

Soon there will be no excuse for missing a single issue of The Gamer's Greatest Comic!

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	non mover	JUNGLE STRIKE
2	non mover	MICRO MACHINES
3	non mover	COOL SPOT
4	non mover	FLASHBACK
5	non mover	PGA TOUR GOLF
6	up	TINY TOONS: BUSTER'S TREASURE
7	down	ECHO THE DOLPHIN
8	down	SUPER KICK OFF
9	down	SONIC THE HEDGEHOG 2
10	non mover	FATAL FURY

MEGA CD

1	new	NIGHT TRAP
2	new	FINAL FIGHT
3	down	ROAD AVENGER
4	up	SHERLOCK HOLMES
5	up	JAGUAR XJ220
6	down	ROBO ALESTE
7	up	PRINCE OF PERSIA
8	down	TIME GAL
9	down	AFTERBURNER 3
10	down	BLACK HOLE ASSAULT

MASTER SYSTEM

1	non mover	SONIC THE HEDGEHOG 2
2	non mover	MICKEY MOUSE 2
3	up	G-LOC
4	down	TAZ-MANIA
5	RE	DOUBLE DRAGON
6	down	LEMMINGS
7	RE	DARIUS 2
8	up	ALIEN 3
9	down	WIMBLEDON TENNIS
10	RE	THE SIMPSONS

GAME GEAR

1	non mover	SONIC THE HEDGEHOG 2
2	non mover	MICKEY MOUSE 2
3	non mover	LEMMINGS
4	non mover	MICK & MACK: GLOBAL GLADIATORS
5	up	STREETS OF RAGE
6	up	WWF STEEL CAGE CHALLENGE
7	up	TERMINATOR
8	up	NINJA GAIDEN
9	RE	TAZ-MANIA
10	down	BATMAN RETURNS

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

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NIGHT ON PLANET MOBIUS.
NOW TAILS?
NOT YET, JOHNNY LIGHTFOOT, BE PATIENT.
PORKER LEWIS, ARE YOU OKAY?
J:..JUST A LITTLE NERVOUS, I GUESS...
REMEMBER, THE SPECIAL ZONE IS SOME KIND OF WEIRD ALTERNATIVE DIMENSION THAT ONLY I CAN ENTER USING THE STAR POSTS AND MY SONIC SPEED.
IT'S CRAMMED WITH ALL KINDS OF CRAZY, NOT TO MENTION DANGEROUS, STUFF...
Sonic
THE HEDGEHOG
The Origin of Sonic
...SO LET'S BE CAREFUL IN THERE!
OKAY, GUYS, JUMP!!
AAAAAA!
FA-ZOOM!

Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell

C'MON GANG! LET'S MOVE!

YOU'RE NOT GOING TO LEAVE US BEHIND, ARE YOU SONIC?

MIND OUT FOR THOSE, BY THE WAY, THEY'RE BOMBS.

BAM!

BAM!

BOMBS!? OOF!

AAAAA!

THERE USED TO BE CHAOS EMERALDS AT THE END OF THESE THINGS, BEFORE I COLLECTED THEM ALL, THAT IS.

I KEEP THEM IN A MUCH SAFER PLACE NOW.

OKAY GUYS, WE'RE HERE.

WHO IS IT WHO DARES FACE THE OMNIPOTENT OMNI-VIEWER?

WHOA! COOL IT BUD. IT'S ME.

HEY SONIC! LONG TIME NO SEE, BABY! WHASHAPPENING MAN?

WELL OMNI, OLD BUDDY, I WAS KINDA THINKING IT WAS ABOUT TIME MY PALS HERE LEARNED THE TRUTH ABOUT DOCTOR ROBOTNIK.

INCLUDING ALL THAT CRAZY STUFF SHOWING HOW YOU GOT YOUR POWERS?

NATURALLY, THAT'S THE BEST PART!

YOU GOT IT!

HUH, WHERE AM I?

AH YES! THIS IS THE FIRST TIME I MET ROBOTNIK...

"...'COURSE HE WAS CALLED DR OVI KINTOBOR IN THOSE DAYS..."

WELL, WELL, LOOK WHO'S DROPPED IN! ERINACEUS EUROPAEUS!

DR OVI KINTOBOR

WATCH WHO YOU'RE CALLING NAMES, PAL. YOU'RE TALKING TO SONIC, THE FASTEST HEDGEHOG ON PLANET MOBIUS!

I SEE YOU NOTICED THE ROCC.

HUH?

THE RETRO-ORBITAL CHAOS COMPRESSOR. BY USING THE GOLDEN RINGS OF MOBIUS I HAVE BEEN ABLE TO TRANSFER MOST OF THE PLANET'S EVIL INTO THESE SIX EMERALDS.

AN IDIOT'S GUIDE TO QUANTU PHYSIC BY T.S. PLAIN

MY MISSION IS TO RID PLANET MOBIUS OF EVIL... FOREVER!

UNFORTUNATELY, I HAVE BEEN UNABLE TO FIND THE SEVENTH EMERALD. WITHOUT THIS THE ROCC IS TERRIBLY UNSTABLE.

DR OVI KINTOBOR

KINTOBOR COULDN'T RESIST CARRYING OUT SOME EXPERIMENTS INTO MY SONIC SPEED. USING HIS KINETIC GYRATOSCOPE, I LEARNED TO RUN EVEN FASTER!

IN RETURN I USED THIS SPEED TO SEARCH FOR THE MISSING EMERALD.

TODAY WE WILL TRY OUT THESE FRICTION REDUCING TRAINERS. I CALL THEM THE *POWER SNEAKERS!!*

READY WHEN YOU ARE DOCTOR K.

HEY DOC, THESE POWER SNEAKERS ARE REAL COOL!

025 MPH

257 MPH

475 MPH

758 MPH

SONIC, STOP!!

THE GYRATOSPHERE CAN'T TAKE ANY MORE!

KA-BOOM!!

'WHEN I BROKE THE SPEED OF SOUND, THE SONIC BOOM SMASHED THE TREADMILL.'

THE ACCIDENT CHANGED ME AND I ENDED UP WITH A TOTALLY COOL STREAMLINED NEW IMAGE...'

761 MPH

SONIC!!

I FIGURED I MIGHT AS WELL HANG OUT WITH KINTOBOR FOR A WHILE. HE WAS A PRETTY OKAY GUY.

I FEEL A BIT PECKISH. HOW ABOUT YOU SONIC?

ATTACK OF THE KILLER ZOMBIE PENGUINS

GREAT! I'LL HAVE A TRIPLE CHEESEBURGER WITH SALAMI, SALAD, PICKLE, MAYONNAISE AND MUSTARD.

OH DEAR! I MUST HAVE FORGOTTEN TO DO THE SHOPPING AGAIN!

EUGGH! THAT EGG STINKS! HOW LONG HAS IT BEEN IN THERE?

ONLY ABOUT SIX MONTHS OR SO...

A LITTLE SALT AND IT SHOULD BE FINE.

DOC! WATCH IT!

AAAAH!

KRREK!

WHOOOM!

DOC! DOC! ARE YOU ALL RIGHT?

DON'T WORRY ABOUT ME, SONIC...

...IN FACT I'VE NEVER FELT BETTER!

ROBOTNIK DR IVO

'DR IVO ROBOTNIK'?

EGGS-ACTLY!

'THE EVIL FROM THE EMERALDS HAD COMBINED WITH THE ROTTEN EGG - IT WAS THE END OF DR KINTOBOR!'

AND WE ALL KNOW WHAT HAPPENED NEXT - HOW ROBOTNIK TRIED TO USE THE POWER OF THE EMERALDS FOR HIS OWN EVIL PURPOSES!

AND EVEN THOUGH I KEEP ON BEATING HIM, SOMEHOW HE ALWAYS MANAGES TO ESCAPE!

SONIC! QUICKLY RUN! GET AWAY!

HUH? WHAT IS IT BUDDY?

I'M SORRY SONIC, BUT I JUST CAN'T HELP MYSELF!

WELL DONE MY SLAVE! YOU HAVE CARRIED OUT MY WILL, AS ALL IN THE SPECIAL ZONE MUST!

HA HA HA HA HA

SONIC IS GONE, TRAPPED SOMEWHERE IN THE FUTURE WHERE HE CAN NEVER INTERFERE WITH MY PLANS AGAIN!

NEXT: SONIC NO MORE?

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Tony Takoushi & David Gibbon.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND

game type: PLATFORM
1-2 PLAYERS
MD

Bubsy is a game that, according to its publisher Accolade, is '...set to challenge Sonic'. Instead of being a hedgehog, the hero is a mighty cool cat (or Bobcat, as Accolade seem to think) with a snappy line in chat and some cute moves. As **Bubsy** you must save the Earth from evil enemies such as the Woolies and runaway cars by jumping on them, and also travelling through 16 levels, which are divided into five different worlds.

As with all felines, **Bubsy** has nine lives, which can be increased by collecting shirts (of the 'T' variety). Those lives are really needed as it's very easy to lose one by being careless. Gaining extra points involves collecting balls of yarn which are placed throughout the levels.

The graphics and animation are superb - the backgrounds even contain animated waterfalls. **Bubsy** himself is particularly well animated with lots of humour added; when he enters a water chute his eyes nearly come out with terror, brilliant! Some chutes even make **Bubsy** go upside down with the whole screen twisting around!

The much-hyped digitised dialogue for **Bubsy** is good and varied. Though it is fun to hear **Bubsy** 'talk', it doesn't seem to enhance the gameplay in any way. Bit of a marketing ploy if you ask me.

At the end of the day, **Sonic 2** is the better game with faster speed and superior design. However, **Bubsy** is well worth a look and ranks right up there with the top platform games. - DG.

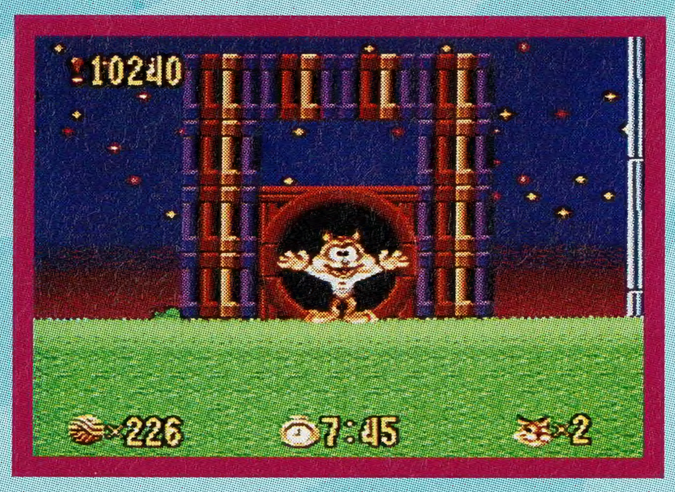
FAST FAX

PUBLISHER PRICE
ACCOLADE £39.99

GRAPHICS 94
SOUND 91
PLAYABILITY 90

RAVES: A near purrfect game!
GRAVES: Very easy to lose a life

OVERALL 88%



ULTIMATE SOCCER

game type: SOCCER
1-8 PLAYERS
MD

Bit of a landmark this. **Ultimate Soccer** is the first official game from Sega actually written in Europe. As its title implies, it is a full-blown footy sports game with a lot of bells and whistles(!) for all you sports fans.

Ultimate Soccer is a three-quarter perspective soccer game with great playability.

There is the option for 1 to 8 players utilising the new Sega Multi-tap pad which allows up to four players on one joypad port.

It is a very flexible game. You can set the time for each half, weather conditions, countries to play, tournaments, difficulty level - the list just goes on!

The players move smoothly and the gameplay is very fast and fluid. Sound effects have not been skimped on either, with crunching tackles, piercing referee whistles and crowd chants.

The only real criticism of **Ultimate Soccer** is the player graphics which look rather small and unconvincing, although they do animate smoothly.

The bottom line is that **Ultimate Soccer** is by far the best footy game you can buy at present on the Mega Drive. If you are a footy nut looking for the best money can buy, then go for it! - TT.

FAST FAX

PUBLISHER PRICE
SEGA £44.99

GRAPHICS 70
SOUND 70
PLAYABILITY 75

RAVES: Lots of options
GRAVES: Could be better

OVERALL 75%

RANGER X

game type: SHOOTING
1 PLAYER

MD

The aim of **Ranger X** is pretty simple - if it moves blow it to smithereens!

This is Sega's latest horizontally scrolling shoot-'em-up, where you have to destroy enemy generators and take out the bad guys wherever you find them. There are the standard issue bosses at the end of each wave and the action is truly intense, not to mention palm-sweating!

That said, there is also some surprisingly subtle gameplay to be found in **Ranger X.** You can link up with a special robot buddy to move faster and fire more accurately. You have a choice of weapons - flame-thrower or special smart bomb. But keep an eye on your weapon gauge, you only have a limited amount of time in which to use them before the energy runs out.

One word of advice; take out the nasties that home in on you. The temptation is to run ahead of them and try to take out enemy bases, but they always catch up and smother you with bombs and bullets!

Ranger X is a classic blaster, where you have to use your brain to decide on the best strategy to get through each stage. The action is fast and furious and there are some great original touches to the gameplay. - TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £39.99

GRAPHICS: 75
SOUND: 80
PLAYABILITY: 70

RAVES: Great rock music and intricate zapping action

GRAVES: Gets repetitive

OVERALL: 80%

ROBO ALESTE

game type: SHOOTING
1 PLAYER

MCD

The really hot titles are finally beginning to arrive for the Mega CD. **Robo Aleste** is a frantic blaster that will have you ducking and diving to avoid masses of bullets - each with your name on it!

The scene is set at the start of the game with a full-blown Ninja story, explaining - in a weird way - just how you got into your current predicament and just what you have to do to restore truth, peace and justice to the land.

The action takes place against a vertically-scrolling backdrop and the enemy come at you from every which way. You are not alone as some craft will carry special weapons which you can collect and further power-ups. There are lasers, homers, shuriken darts and bombs to choose from. When they are fully powered up they are awesome.

Because the action is so hot and fast you can actively set the speed that you move at. The option menu allows you to listen to the really thumping bass sound tracks, set the difficulty level and check out the sound effects.

Robo Aleste is a total rave-like blaster that shows what great music and a hot game can do for the Mega CD.

FAST FAX

PUBLISHER: SEGA
PRICE: £39.99

GRAPHICS: 70
SOUND: 85
PLAYABILITY: 75

RAVES: Absolutely brilliant music and hot action

GRAVES: Not for the faint-hearted

OVERALL: 75%

REVIEW

game type: PLATFORM
1 PLAYER

MD

Welcome to **Jurassic Park** - a monster-sized game from a monster of a film! **Jurassic Park** is a 16Mb game and one of the biggest ever for the Mega Drive. JP is your basic scrolling platform game where you have to get to the exit and achieve set tasks that loosely tie into the film and, in some scenes, Michael Crichton's original book.

You have a choice of playing either Doctor Grant or one of the dinosaurs. If you play Grant you have to complete various missions. You get to fight your way through infested jungles with tricky platform combos, huge brutes and sneaky velociraptors! There are also underground sections where you have to pass enormous dinosaurs blocking your path.

You are not entirely without help as you can collect different weapons along the way. There are darts, electro-guns and gas canisters, all of which stun beasts around you.

The sound is great and uses Sega's QSound system, which makes it seem as though the music and dinosaurs are all around you!

The game looks great too, with digitised images direct from the film and great character graphics for the dinosaurs and Grant himself.

Overall, **Jurassic Park** has a lot of variety and is very challenging. The game controls can be a little awkward at first but you soon get very engrossed in the gameplay. - TT.

FAST FAX

PUBLISHER	PRICE
SEGA	£29.99

GRAPHICS 70

SOUND 65

PLAYABILITY 75

RAVES

Mind-boggling number of aliens and hot zapping

GRAVES

Boy does that screen get busy!

OVERALL 75%

KID CHAMELEON

PART 2

FRAKK!

OK, I KNOW. THIS IS GOING TO SOUND KIND OF DUMB, BUT BEAR WITH ME ...

I'M PLAYING **WILD SIDE**, THE NEW VIRTUAL REALITY ARCADE GAME, AND I'VE FOUND A COUPLE OF THINGS THEY NEVER MENTIONED IN ALL THE HYPE.

ONE – ONCE YOU'RE IN WILD SIDE, YOU'RE **TRAPPED**. I SAW TWO KIDS FROM SCHOOL GO IN AND NEVER COME OUT. NOW I'VE JOINED THEM, LOCKED IN THE BOX.

TWO – THIS GAME CAN **CHANGE** YOU. I WALKED IN AS YOUR TYPICAL SUBURBAN TEENAGER. BUT NOW ...

DIE, DEMON!

HI-YAHH!

WELL, I GUESS EVEN MUM WOULDN'T RECOGNISE ME ...

Script: Michael Cook **Art:** Brian Williamson/Steve White **Lettering:** Ellie de Ville

STRANGE? GROUND SHAKES LIKE MIGHTY EARTH TREMOR. AIR BUZZES WITH ECHO OF BEE HIVE.
WHRRR!
WWHHRRRR!
ONLY A METAL DEVIL WITH NO HONOUR WOULD ATTACK FROM BEHIND WITHOUT WARNING.
SHRAKK!
MY SAI — GONE!
HE SHALL PAY FOR THIS WHEN WE FIGHT HAND TO HAND.
SOMEHOW I KNOW JUST WHAT TO DO. THE SWORD IN MY HAND FEELS LIKE IT WAS MADE FOR ME.
HLYYYHH!
BATTLE PLANS SWARM THROUGH MY HEAD. FIGHTING MOVES CONTROL MY BODY LIKE I'M MASTER OF THE MARTIAL ARTS.

I NEVER FELT LIKE THIS BEFORE. I'M FASTER. I'M STRONGER. I'M RED STEALTH— SAMURAI WARRIOR.

LET BLADE MONSTER TASTE SAMURAI POWER!

CHAK!

AW, WHO AM I KIDDING! NOT EVEN DENTED! I'M NO SOLDIER. I'M JUST A SCHOOL KID.

OK, SO I CAN PLAY VIDEO GAMES BETTER THAN ANYONE, BUT THIS IS MORE THAN A GAME, I CAN FEEL IT. WHAT DO I DO?

HUH?

THE VOICE WELCOMED ME TO THE GAME, NOW IT CALLS ME CHAMELEON AGAIN.

I CAN TAKE A HINT. I'LL TRY ANYTHING ONCE.

CHAMELEON!

ZKOWW!

NEVER FORGET, THE POWER IS YOURS, CHAMELEON.

HUH?

BDDAMM!

YOU KNOW, IF I EVER MEET THIS VOICE, I GUESS I'VE GOT TO THANK HIM.

NO! THE POWER RUNS SWIFT AS RIVER SALMON.

RED STEALTH IS FAST BUT NO MATCH FOR LEGS OF FLAME.

ARRRGGH!

VWOORP! VWOORP!

VWOORP! VWOORP!

ANOTHER PLACE.

DOES DANGER AWAIT ME?

PEACE, CREATURE! RED STEALTH HAS NO QUARREL WITH FIRE-BREATH.

GEE, IF THIS IS WHAT THEY KEEP IN THE SEWERS, I'M GLAD I'M NOT UP ON THE SURFACE.

GRRRRGH!

wait! Is there someone there?

you've got to help me... please!

SUZI!

NEXT ISSUE: FIRE DOWN BELOW

NEWS Zone

DARK SONIC!

Can this be the world's most evil blue hedgehog?

He's blue, he's spikey, he's incredibly bad, he's Metal Sonic!

Meet the newest, nastiest addition to the Sonic universe. Metal Sonic is out to get Sonic (the good one) in any way possible - this includes capturing his new girlfriend, Amy Rose, and whisking her away. Sonic has no choice but to track her down to Robotnik's latest hideout, where, surprise, surprise, he finds out that Metal Sonic is the latest diabolical creation of his old nemesis.

As you can see from STC's exclusive preview picture, Robotnik takes his work very seriously and the evil Sonic bears more than a passing resemblance to the good one. However, Metal Sonic is just a plain, ordinary robot with special processing chips like the good old 68000 used in the Mega Drive and the special DSP that will be in Virtua Racing for the Mega Drive.

Metal Sonic, like Amy Rose (STC News Zone 5) debuts in the new **Sonic CD** game for the Mega CD, due out in October, price around £39.99 (order your copy now!). In it Sonic has to battle across seven new zones: Palmtree Panic, Collision Chaos, Tidal Tempest, Quartz Quadrant, Wacky Workbench, Stardust Speedway and Metallic Madness. He then faces Robotnik in the Final Fever.

Will Sonic beat Robotnik and his evil creation and win the heart of his girlfriend back? Watch this space...

COSMIC TRIPPER

Codemasters look to the stars for new game.

Deep in the heart of Planet Linoleum is a wild alien who is out to prove the Earth's existence! Meet **Cosmic Spacehead**, the alien tourist, who will be beaming down to a Sega system near you later in the year.

Cosmic Spacehead is the third Sega offering from games house Codemasters, and follows on from the highly successful Micro Machines and Dizzy. Described as a mix of adventure and arcade action, the game's graphics will reflect the stylised type of cartoon art seen in the 1950s.

Cosmic will be visiting three main locations on the way to Earth: Planet Linoleum, Detroitica (a vehicle factory on a lone asteroid) and a space station. Each destination will contain many smaller areas where Cosmic can interact with other characters and manipulate objects in his quest. Commands such as Look, Examine and Give can be used.

Astro-car racing and robot attacks are just two of the 32 arcade-orientated action sequences featured and which must be completed in order to travel between the adventure play areas.

Central Televison have filmed the making of Cosmic for a special programme due to be broadcast in October.

Cosmic Spacehead is due out in November for the Master System, Mega Drive and Game Gear. Watch out for a full STC review nearer the time!

Cosmic Spacehead - seeing stars again.

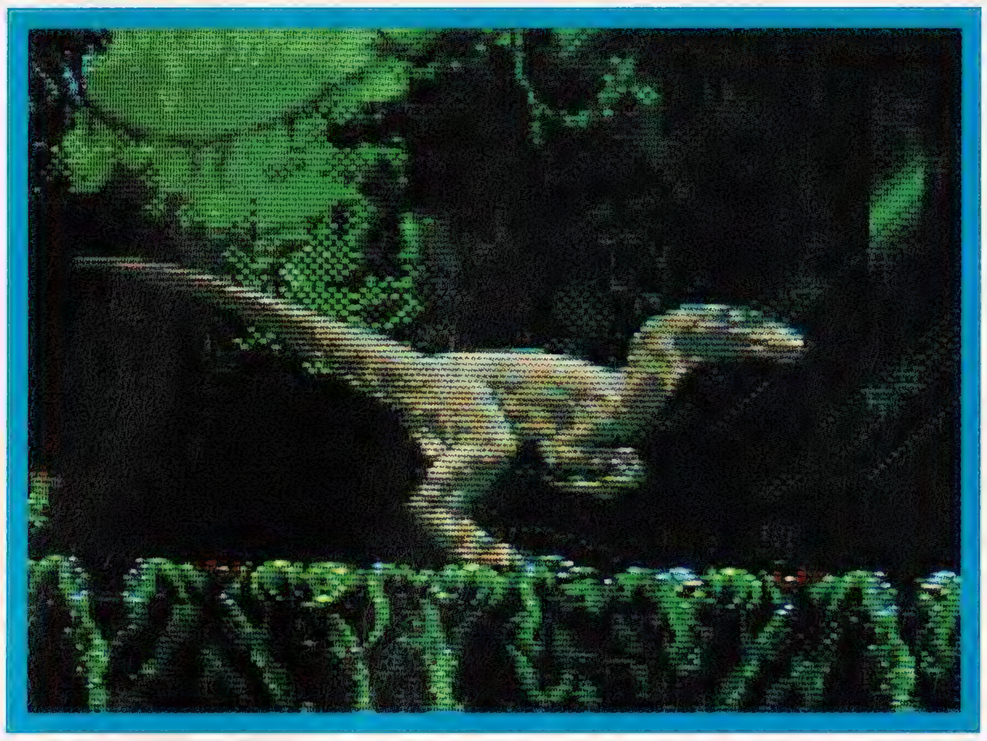
JURASSIC PARK IS BIG!

Dinosaurs bring big features to GG and MCD.

Jurassic Park is due out about now on the Game Gear and the folks at Sega have gone to a great deal of trouble to get the best out of it.

The Game Gear version boasts some *huge* sprites that includes a dinosaur with a whopping neck the full height of the screen!

The Mega CD version, which should be available around Christmas time, also has some amazing graphics. You will actually be able to 'walk around' the Park's Visitors Centre and interact with other folks and items (like the odd raptor or T Rex maybe?).



ECCO JOINS BAYWATCH

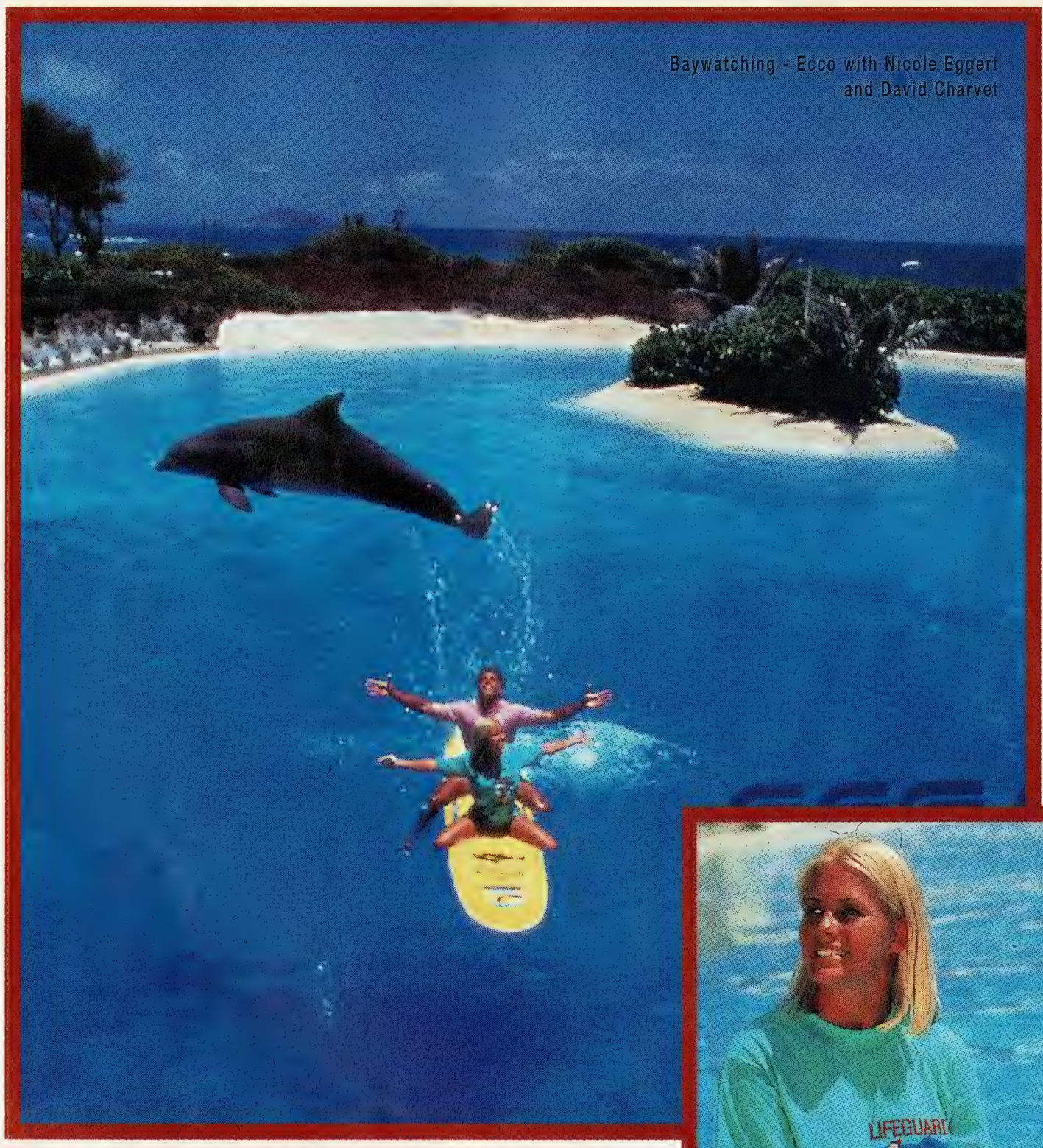
Water safety campaign gets Hollywood touch

Video game superstar **Ecco The Dolphin** has joined forces with the stars of TV's **Baywatch** to spearhead a major new water safety campaign aimed at British schools.

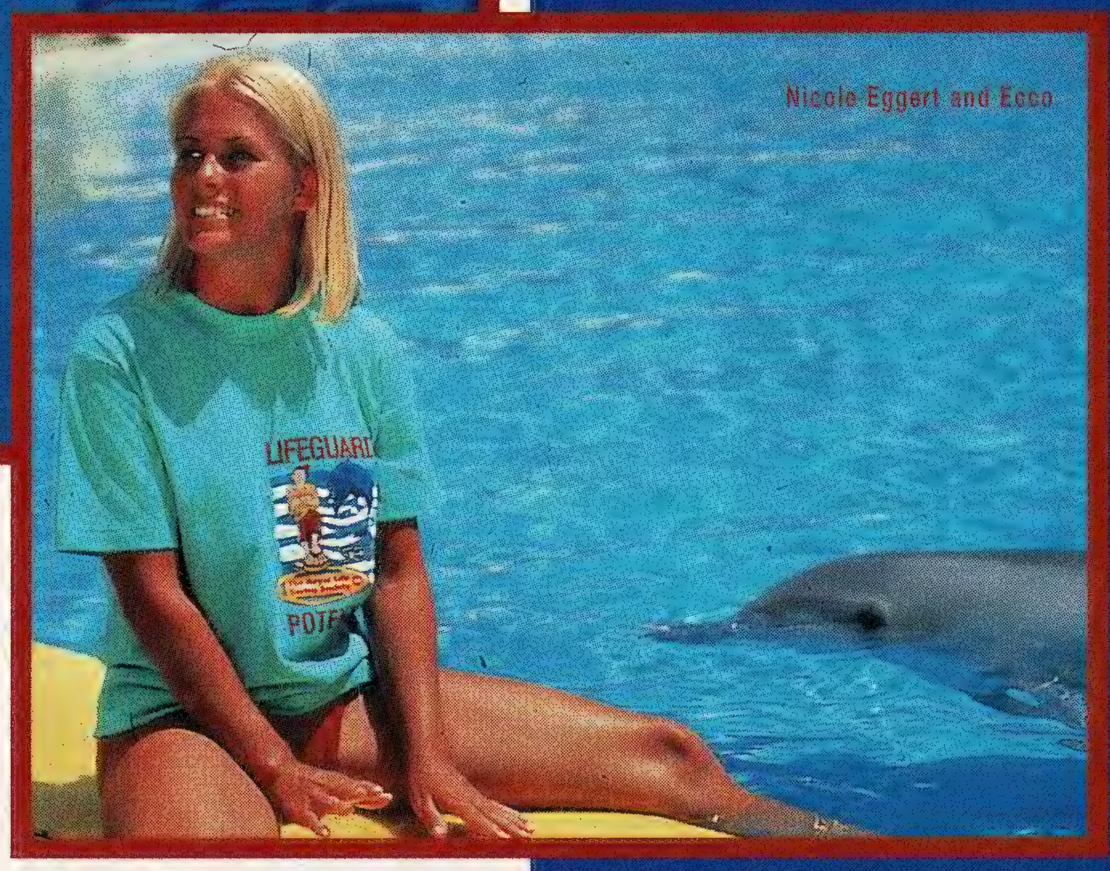
As can be seen from the pictures on this page, Ecco has been having a high old time with Baywatchers Summer Quinn and Matt Brody (alias Nicole Eggert and David Charvet) filming a special 20-minute video in the California sunshine.

The video, which also stars David Hasselhof, covers all aspects of water safety and swimming, and will be made available to British primary schools later this year as part of Lifeguard Potential. This is a joint project from the Royal Life Saving Society UK and the English Schools Swimming Association, in association with Sega.

As of going to press, it is not known what sort of performance Ecco has given in the video. Early reports, however, suggest that he has swum rings around his human co-stars. Could this be the start of a major motion picture career for the finned wonder?



Baywatching - Ecco with Nicole Eggert and David Charvet



Nicole Eggert and Ecco

TEAM PLAY

New EA widget improves gameplay four-fold

Electronic Arts are about to ease the lonliness of the long-distance player with their new **4-Way Play** controller adaptor.

Plugging into the existing joypad ports on the front of a Mega Drive, up to four players can plug their joypads into the front of the adaptor. These players can then go two on one, two on two, three against one or even four against the Mega Drive!

The EA 4-Way Play. You'll never play alone again.

Not unsurprisingly, EA have several games that utilise the **4-Way Play** in different ways. **General Chaos, Bill Walsh College Football, NHL Hockey 94, John Madden Football 94** and **EA Soccer** all allow teams of players to take part.

Games supporting the wonder widget will carry special labels on the boxes. The **4-Way Play** adaptor goes on sale next month, price yet to be confirmed.

ROY OF THE ROVERS MONTHLY

Give it up for Delroy

Ragamuffin of the Rovers

Issue 2 on sale Saturday September 11 £1.15

WIN!
★ SKY SATELLITE DISH
★ £1,500 OF PREMIER LEAGUE VIDS

FREE!
GIANT POSTER-SIZED ALL-ACTION FANTASY FOOTBALL GAME

FAST & FURIOUS!

Beat the rush! Why run around frantically searching for that elusive copy. Be a smart dude and reserve your fortnightly issue of the only true blue

Sonic the comic

RESERVATION COUPON

To my Newsagent,

Please reserve/deliver* a Sega-Sational issue of SONIC THE COMIC every fortnight

NAME.....

ADDRESS.....

.....

SIGNATURE.....

(To be signed by parent or guardian if under 16)

*Delete as appropriate

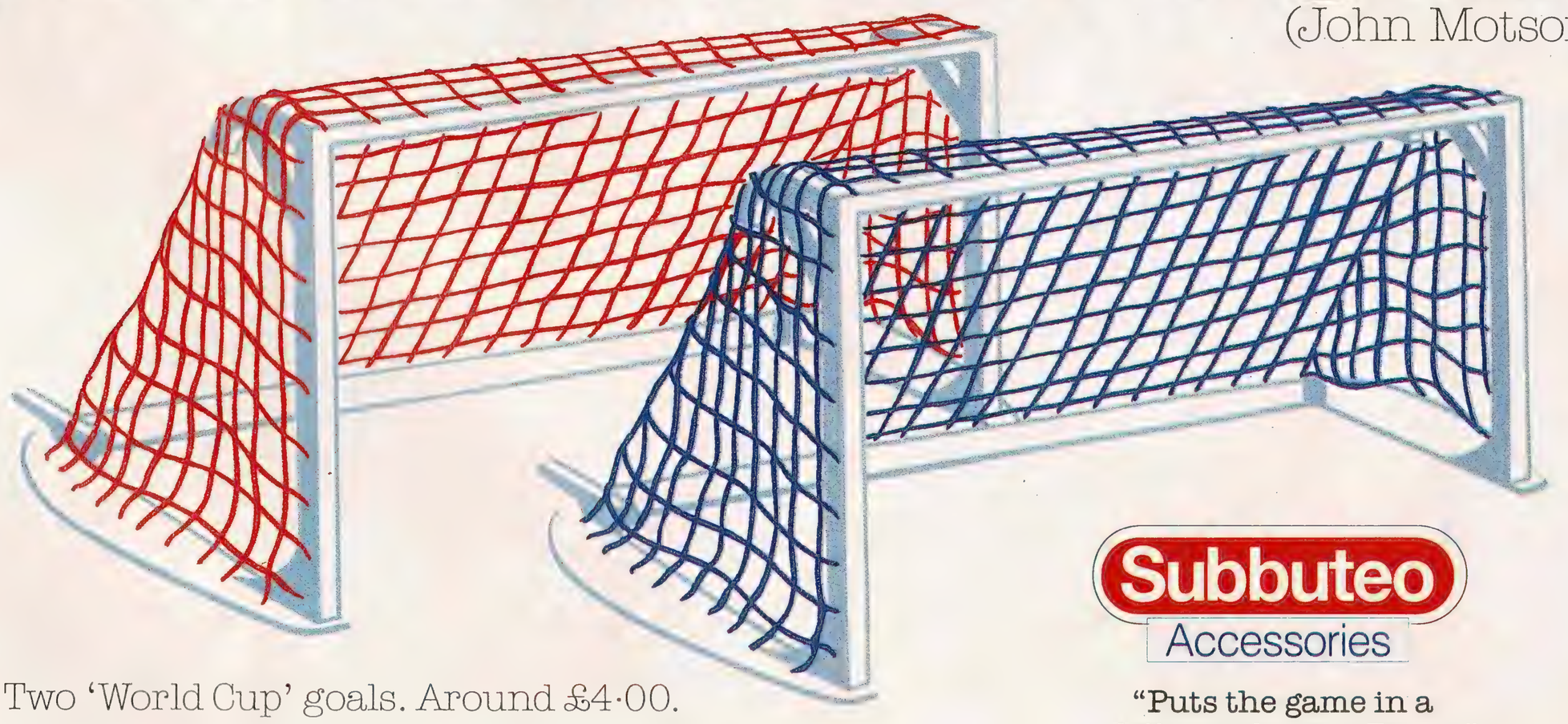
Thrilled to bits

NOT EVERYBODY CAN TAKE THE 100% THRILL POWER IN EVERY ISSUE OF 2000AD. ARE YOU EARTHLET ENOUGH?

2000 AD
FEATURING
JUDGE DREDD

2000AD STILL THE GALAXY'S GREATEST COMIC! ON SALE EVERY SATURDAY, ONLY 60P

"If it had gone in it would have been a goal."
(John Motson)



Two 'World Cup' goals. Around £4·00.

Subbuteo
Accessories

"Puts the game in a different league, Brian."

STREETS OF RAGE

Part 2

THE CITY ROTS WITH CRIME AND CORRUPTION.

KEN'S KORNER SHOP

HAHAHA! BURN, CITY, BURN!

TWO GOOD COPS HAVE QUIT THE FORCE AND TAKEN TO THE STREETS WITH THEIR OWN BRAND OF JUSTICE.

YOU'RE SIX MONTHS BEHIND ON YOUR **PROTECTION**, OLD TIMER--

KEN

I-I CAN'T PAY UP, BOYS! I HARDLY MAKE ENOUGH MONEY TO BREAK EVEN!

CHEEZ! WHERE DID THE **VAN** COME FROM, MAN?

MAYBE IT'S THE **COPS**, ZIGGY! MAYBE SOMEBODY CALLED THE COPS!

DON'T BE STUPID, MAN! WE PAY THE COPS **PLENTY** TO KEEP OUT OF OUR WAY!

TOTAL THE GEEKS, BANANAS! HIT THEM WITH THE BAZOOKA!

NO PROBLEM!

Script: Mark Millar **Art:** Peter Richardson **Lettering:** Tom Frame

URRK!

BOOM!

LOOK OUT!

THE SHOT GOES WILD.

BDOOM!

FOR CRYIN' OUT LOUD, BANANAS, YOU ALMOST--

HE'S BEEN TAKEN OUT!

AW, CHEEZ... WHAT COULD'VE...

HEADS UP, JERK!

MAX! TAKE CARE OF THE GEEK WITH THE AUTOMATIC!

KEEP AWAY FROM ME! I MEAN IT!

LIGHTS OUT, SCUM!

ZIGGY! LOOK OUT!

AAAKK!

THINK YOU CAN HANDLE THEM, BLAZE?

FIGURE I COULD USE THE **EXERCISE!**

KEEP BACK, LADY! NOT **ANOTHER** STEP --

I WARNED YOU!

YOU'RE SO SLOW AND FLABBY, SCUMBAG --

AAARGH!

IT'S LIKE YOU'RE MOVING IN **SLOW MOTION!**

UNNK!

COME BACK, BOYS! COME BACK AND FIGHT LIKE **MEN!**

HMM. CHECK **THIS** BABY OUT, BLAZE --

RECKON WE COULD HAVE SOME FUN WITH THIS!

THEY CALL THIS PLACE 'THE SAFE HOUSE'.

FOR THE PAST FIVE YEARS DRUGS HAVE BEEN PROCESSED AND PACKAGED IN HERE TWENTY-FOUR HOURS A DAY.

EVERYBODY KNOWS ABOUT IT, EVEN THE COPS. BUT NOBODY DARED DO ANYTHING ABOUT IT...

...UNTIL TONIGHT!

KERASH!

RUN FOR COVER... IT'S A RAID!

I GOT A MESSAGE FOR YOU CREEPS...

RUN FOR YOUR LIVES!

FWOOOM!

OKAY, BLAZE, FLOOR IT!

GET US OUTTA HERE!

DANGER FLAMMABLE

NO SMOKING

--MILLIONS--

--MILLIONS OF DOLLARS' WORTH OF DRUGS--

--ALL UP IN SMOKE!

PLEASE, **MISTER HAWK**-- THERE WAS **NOTHING** WE COULD DO!

THEY JUST BURST IN AND, LIKE, **NUKED** THE PLACE! I WAS LUCKY TO GET OUT ALIVE!

YOU NEEDN'T HAVE BOTHERED, IDIOT!

MAX HATCHET IS RESPONSIBLE FOR THIS --I CAN **SMELL HIM!**

THAT EX-COP IS A THORN IN MY SIDE ONCE AGAIN --

--AFTER ALL THESE YEARS --

"BUT THIS TIME I PLAN TO REMOVE HIM **PERMANENTLY!**"

NEXT ISSUE: **THE NINJAS STRIKE.**

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.

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They'll save you up to £11 on many of the top Sega or Amiga games.
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They'll save you money on all sorts of things from pizzas and cinema tickets, to clothes, CD's and cameras.
And if you're over 16, they'll get you your first BSM driving lesson free, and save you £3 off the next five.
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Q Zone

Q ZONE special

The looney student of Acme University were a massive hit on TV and now in their own video games. STC Game Guru **David Gibbon** dons his bunny ears to bring you the complete solution of **Tiny Toon Adventures** on the Mega Drive.

The Solution

LEVEL 1

STAGE 1

This stage is easy - just run left to right!

STAGE 2

First, go right until you come to the cliff edge. When the moving piece of ground comes close, jump onto it then jump again. Jump onto the bricks and continue right until you see a mouse. Jump on him, then fall down the left edge and go right into the cave to collect an extra life. Jump back to the top and walk right, fall off the edge then jump up using the spring onto the grass. Keep jumping right across the bricks to collect a heart. Climb down by pressing C + Down then continue right; fall off the edge into the quicksand. Jump up and walk right for another heart. Go back to the quicksand, jump on the bricks and left into the cave. When you reach a dead-end, crawl through the crack and down.

STAGE 3

Run right, fall off the cliff edge and continue right but be careful jumping the moving bricks. Go down to collect a helper and continue right. Jump using the spring, go right, jump up then right. Jump using the spring and across the bricks to the end.

BOSS LEVEL 1

Try and stay on the ground, but if Dizzy Devil or the Doctor comes, jump onto a tree branch and back down. Jump on Dr Splicer when he is on the ground. Repeat this to defeat him.

LEVEL 1 BOSS: Jump on Dr Splicer's head while standing on the ground, but watch out for that Devil!

LEVEL 2

STAGE 1

Keep going right (don't jump going through the quicksand or you may collide with a bat) until you reach a spring. Jump on and climb along the rope. Drop to the ground and continue right.

STAGE 2

Walk right, staying on the ground until you come to a dead-end. Jump up, go right and wait for the ball and chain. Jump onto the ball and continue right.

STAGE 3

Go right and wait on the edge. Jump onto the ball and chain, get onto and walk across the logs. Jump on the switch, go up the tree and jump onto the moving platform. Jump right and onto the log. Run right, watching out for the falling logs. Jump to the ground and continue right.

STAGE 4

Fall to the ground, go right jumping across the platforms, go up and enter the tree lift. Go right and up into another one. Go left, fall down 3 platforms and jump onto the ball and chain. Fall off and enter a tree lift. Jump left onto a moving platform. Jump off and kill the Bluebird. Jump down onto a log and walk right avoiding the crushing logs. Jump up, go right, up and left. Jump up the platforms to enter a lift pointing left. Go right, up and onto the ball and chain. Go left to another lift and fall down to end.

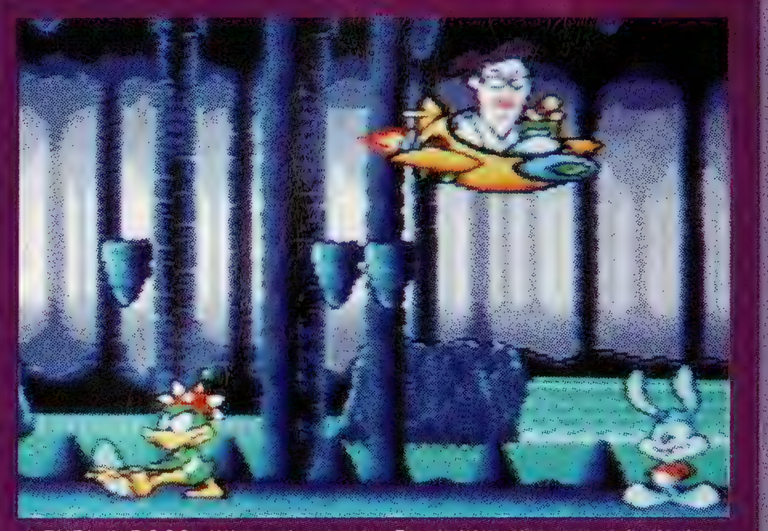
BOSS LEVEL 2

Get onto the rotating wheel. Stay on the top box by repeatedly jumping onto the next box coming round; if the Doctor jumps out of the box you'll hit him. Repeat this and you should hit the Doctor enough times to win!

LEVEL 3

STAGE 1

Walk left. Wait until the chain is left and jump. Continue left and down. Walk down the slope, jumping in the air to avoid the ball. Fall off the edge, kill the enemies, jump up the wall, go right, up, left, jump up the wall, left - avoiding the balls, jump onto the lift and continue right.



LEVEL 3 BOSS: When the crazy Duck hits the ground, dodge that rock and get ready for the coming of the Doctor!

STAGE 2

Go right, up, left, up, wait for the spikes in the stone, then right, up, right, jump across the ball onto the moving platforms and continue right. Jump down into the water. Stand on the moving rock and run left when it is near the top. Jump across the moving platforms, continue left, jump over the spike and chain and fall down the edge to end.

STAGE 3

Run right. Once in the water press C to swim. When you reach a wall swim down, right and up to the surface. Walk right.

BOSS LEVEL 3

Keep out the way of Plucky Duck. When he gives the ground a final hit, dodge the falling rock and jump into Dr Splicer when he comes to near ground level. Keep doing this to see Level 4.

LEVEL 4

STAGE 1

Go right until you reach a dead-end. You'll fall down and land on a stone in the lava. Jump and continue right. Jump on a stone in the lava. Once it rises to the top, go right then jump onto a moving brick platform. Go to the top, left, through the spikes and chains, continue left and jump on a stone in the lava. When it rises jump left and wait for another stone to rise. Continue left and down.

STAGE 2

Walk right. Jump up onto some bricks. Keep jumping up as fast as possible until you reach the top or the lava will catch up! Run left to end.

BOSS LEVEL 4

Jump up onto the higher platforms then onto Dr Splicer. Don't stand for too long or Plucky Duck will hit you. Repeating this with care should get you to level 5.

LEVEL 4 BOSS: It seems Dr Splicer has four lives. However, jumping on him this time will get rid of him forever, I hope!

LEVEL 5

STAGE 1

Go left and down four waterfalls onto a rock platform. Fall off the left edge, swim right, drop down past the spikes and chains. Enter a cave to the right to collect an extra life. Drop into the sea and swim right.

LEVEL 5 BOSS: Jump into Max and get straight back to the left opening, otherwise you could find the ground disappearing below you!

BOSS LEVEL 5

Walk right and drop down. Fall off left edge avoiding the spikes. Go right and crawl through the crack. Go up, right, jump onto a barrel, up, left, jump onto the mast and right jumping over it. Fall through the hole on the deck and left. Fall through the floor and go right at the bottom. Jump up, right and up more platforms until you reach a barrel. Push it left, climb on and jump up onto the deck. Go right, down another hole, down to the left and run to the IN door. Run right, open the chest. Stay in the doorway. When Montana Max comes up, run and jump on him then get back. Keep doing this to defeat him.

FINAL BOSS: Elmyra really has the hots for this rabbit. Unfortunately for her, Buster doesn't. If she gets too close jump the other way and back.

LEVEL 6

STAGE 1

Fall off the right onto the water. Swim to the bottom, then right until you reach a wall which stretches to the surface. Swim to the top, through the ball and chain, down and past the springs.

STAGE 2

Go right until you come to a stretch of spikes. Jump to the top of the snow platforms, jump on the coluds and right (be careful on the disappearing clouds). Drop down, collect the extra life and left.

STAGE 3

Another easy one: Left to right!

LEVEL 6 BOSS: I wish my vacuum was as powerful as this one - poor Buster! Keep at the opposite end of the screen and he should be OK

STAGE 4

Go right (be careful of the sinking and moving platforms). Go down the right slopes slowly or you will hit the spikes. Pick up an extra life just before the 2nd down-right slope at the top of the platforms.

BOSS LEVEL 6

Nasty one, this. Try and keep away from the vacuum cleaner. As soon as the suction stops get on the platform, jumping onto Dr Splicer. Repeat this to defeat him.

LEVEL 7

STAGE 1

Walk right, up, jump left onto the moving platform, jump up, jump up the stairs with spikes when the bottom set goes in. Jump on the platform going up, right, wait for the robot to fall, then right, up, up, up, up, up, avoid the electric around the platforms. Get onto the static platform and keep going up until you reach some springs. Jump on the right one, press Buster into the spring so he fires right. Continue right, go down to the very bottom.

STAGE 2

Jump on the platform, go right, get to the top of the platforms. Go left across the ball and chain. Jump down onto a platform and left, up and right avoiding being crushed. Jump up and go right through the wall for an extra life, bell and heart. Go left, jump up and right to the end. Fall down some slopes, jump in a train and left.

STAGE 3

Walk right to the end. Jump up for an extra life. Get down and jump up at the next opening. Go left and up at the third opening. Go right and up at the second opening. Enter the IN door on the left. Walk right across the platforms and up onto a moving one. Jump onto the cog wheel and keep running in the opposite direction. Jump left, up, up, wait for the cog wheel then jump right, right, right and up onto a moving platform. Walk left across the ball and chains to the IN door. Jump on the ball. When you reach the top, jump on the switch then right across the disappearing platforms. Go right, fall down just past the 2 crushing wheels. Go right and up. Turn on the switch and get back up. Continue right to end.

FINAL BOSS

Poor old Buster has serious girl trouble in this final level. Run like mad to the right. If Elmyra gets too close, jump left over her, jump back and continue running. This will put some distance between you.

Congratulations, thats it! You've done it... I hope?

WONDER BOY

in

DEMON WORLD

part 7

SHION THE WONDERBOY HAS BEEN CAPTURED BY GRIMOMEN THE DEMON LORD WHILE SEARCHING FOR SOME FRIENDS IN DEMON WORLD.

IN THE CENTRE OF DEMONOPOLIS, AT THE BOTTOM OF GRIMOMEN'S PITCASTLE.

MY SPELL IS TURNING YOU INTO A DEMON, WONDERBOY. SOON YOU'LL LOSE CONTROL OF YOUR BODY, THE SAME AS YOU'VE ALREADY LOST CONTROL OF YOUR ARM.

ONCE YOU'VE BECOME A DEMON YOU'LL NEVER BE ABLE TO CHANGE BACK...YOU'LL JOIN THE WARRIORS OF MY ELITE GUARD.

PUT ME DOWN!

YOU MIGHT'VE TURNED OTHER WARRIORS INTO DEMONS...

...BUT YOU WON'T CHANGE ME.

LET MAGIC APPEAR AND SPELL ME THUNDER.

KRAKOW!

YAAARGH!

THAT'LL STUN HIM, BUT NOT FOR LONG.

WHA...?

I MUST CONTROL IT...STOP IT FROM KILLING ME...

I NEED THE POWER IN THIS DEMONIC ARM TO FIGHT GRIMOMEN.

Script: Mark Eyles **Art:** Boyann/Burns **Lettering:** Steve Potter

IT'S GONNA **RIP OFF** MY FACE!

BUT I MUSTN'T GIVE IN TO **FEAR**...

I MUST...

...CONTROL...

MY WINGS! MY LOVELY WINGS! WHAT'VE YOU DONE?

I **WILL** CONTROL MY ARM. MUSTN'T **PANIC**. THAT'S HOW IT TAKES OVER.

IT **FEEDS** ON **FEAR** AND **PANIC**.

I CAN **FEEL** MY ARM AGAIN. I HAVE **CONTROL** OF ITS DEMONIC **POWER**.

YOU CAN FORGET ABOUT TURNING INTO A DEMON.

I'M GONNA **KILL YOU** FOR WHAT YOU'VE DONE TO MY WINGS.

GRAAARRL!

UH-OH. I'M GONNA NEED MORE STRENGTH.

LET MAGIC APPEAR AND SPELL ME POWER.

AAAAAAA—

—UH?—

BLAM!

UUUHH

KERBLAT!

WOW! THAT WAS SOME PUNCH! IT'S FINISHED OFF GRIMOMEN.

MY ARM! IT'S RETURNING TO NORMAL.

GRIMOMEN'S MAGIC'S BEEN BROKEN.

THE TRANSFORMATION. IT'S STOPPED! I'M CHANGING BACK.

GRIMOMEN'S FINISHED.

HELP ME FREE THE OTHER WARRIORS.

RAAR!

SNAAARL!

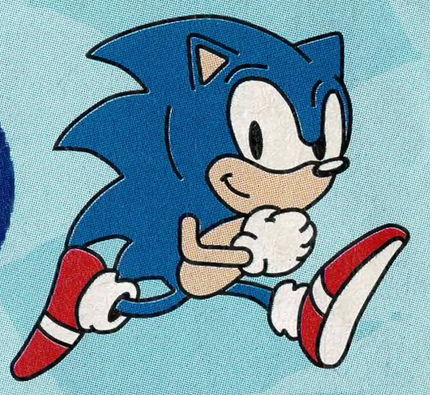
WHERE'S THE DEMON LORD? WHAT'VE YOU DONE TO GRIMOMEN?

WELL, I...GULP...THAT IS...OH, SHOOT!

I KILLED THE LOWLIFE SON OF A...

NEXT ISSUE: ACROSS THE DIMENSIONS.

SPEEDLINES

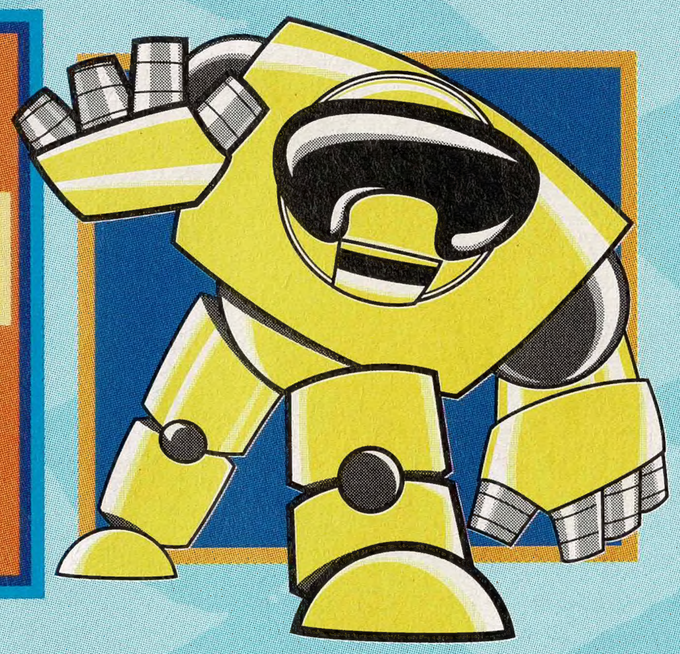


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

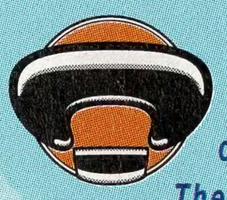


Cool Droid

Dear Megadroid,

How does it feel to be the world's coolest host? Your reviews are extremely accurate. Your comic knocks the pants off those DC comics - and it's cheaper! I can't wait till the next issue. One of my favourite games is **Street Fighter II**, so could you please include a **Street Fighter II** comic strip some time?

Andrew Shortland, Ilkeston, Derbyshire. Sonic Water Game winner.



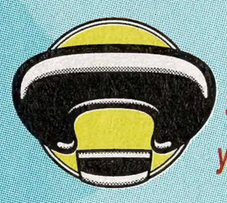
*Hey, Andrew, my friend! You certainly know a cool droid when you see one! I can't take credit for the reviews. They're not bad, I suppose, considering they were done by humes. As for **Street Fighter II**, what do you think of our **Streets of Rage** series?*

What About The Others?

Dear STC,

Are you only able to make Sega games into comic strips? By this I mean can you create comic strips with Electronic Arts titles? If you can would you make strips with **James Pond** and **Road Rash**?

Carl Roberts, Barnsley, S. Yorks. Sonic Water Game winner.



Good question, Carl. No, we're not restricted to Sega's own games and characters. If fact STC is talking to several other software companies about some exciting new projects. Keep your optic inputs on STC for more news.

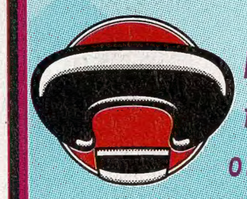
Dodgy Customer

Dear Sonic,

Everyone is saying you've got an attitude. What attitude? Don't you get bored with all those badniks and Tail's eternal whimperings? What I'm saying is that you need a break. Why don't you come to the new pleasure park I'm building? It's called Eggton Towers and it's great! You'll be looked after by my greatest slaves, I mean workers, and it'll be very relaxing.

Dr Kintobor, Death Egg, Space. Rotten egg winner.

P.S. Bring that snivelling, sorry, charming friend of yours, Miles Prower, with you.



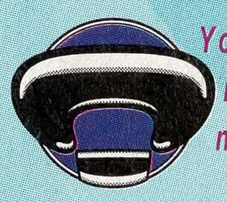
Nice try, Walrus chops, but you ain't foolin' no one - especially Sonic! Hey, on second thoughts, if that park of yours is really open there're a few humes I'd like to send along...

Rebel With A Cause

Dear STC,

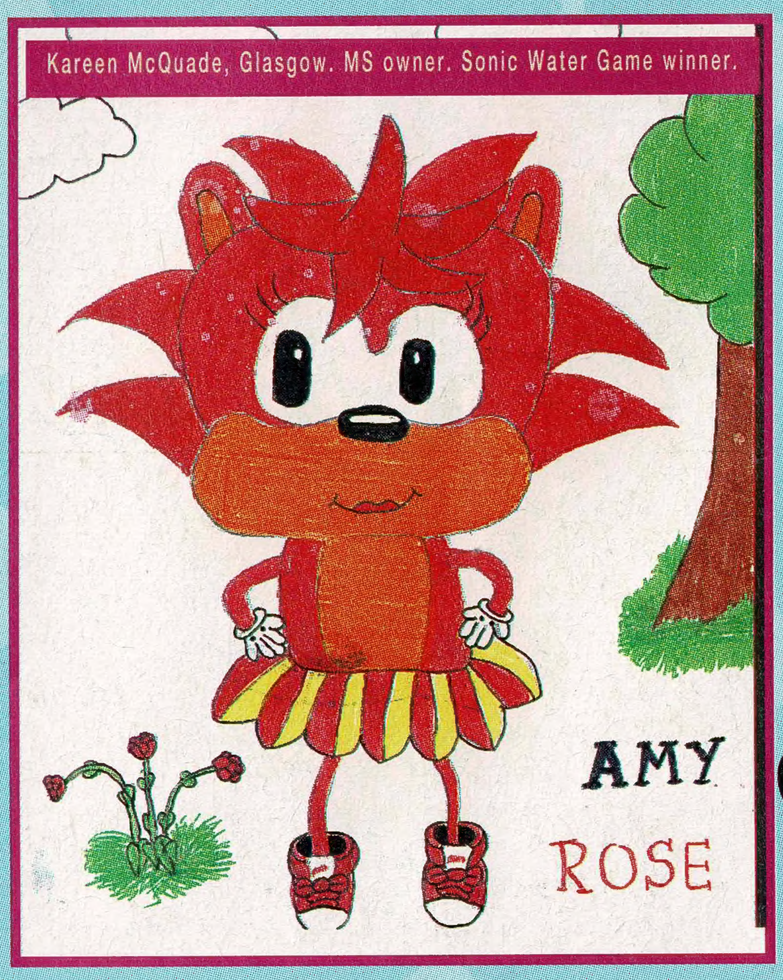
My Dad says your comic costs too much and I'm not to buy it. But I still do.

James Beaton, Seahouses, Northumberland. MD owner. Sonic Water Game winner



You rebel, James! Hope your Dad now realises STC is excellent value for money.

Kareen McQuade, Glasgow. MS owner. Sonic Water Game winner.



Sega-Less

Dear STC,

Sonic The Comic is great! I know I haven't got any of the systems like the GG or MD but I collect Sonic stuff. My Dad is getting used to STC and may buy me a Mega Drive for my birthday in August. I would like another badge to add to my collection.

Paul Bowman, High Wycombe, Bucks. Sonic Water Game winner.

Sorry, Paul, no more badges for now. However, you are one of the first Boomers in the known universe to win one of the fab new Sonic Water Fun Games! By the way, I hope you got your Mega Drive.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

DATA STRIP

Fill in & send to:
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25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

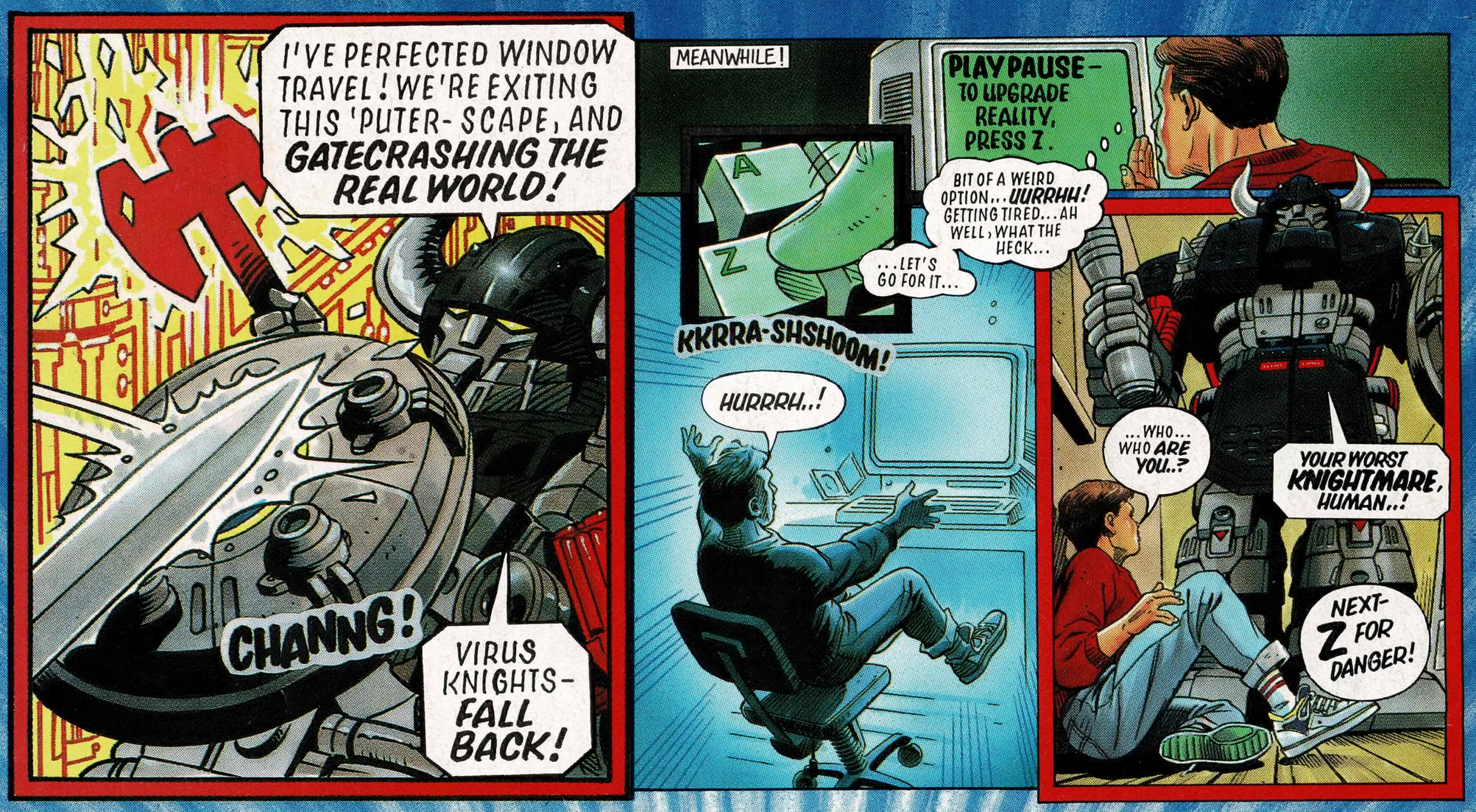
3.....

HOW DO YOU RATE ISSUE 8 OF STC?

☐ %

Z KNIGHTS

THE ULTIMATE COMPUTER BATTLE WARRIORS


I'VE PERFECTED WINDOW TRAVEL! WE'RE EXITING THIS 'PUTER-SCAPE, AND GATECRASHING THE REAL WORLD!
CHANNG!
VIRUS KNIGHTS- FALL BACK!
MEANWHILE!
A
Z
KKRRA-SHSHOOM!
HURRRH..!
PLAY PAUSE- TO UPGRADE REALITY, PRESS Z.
BIT OF A WEIRD OPTION... UURRHH! GETTING TIRED... AH WELL, WHAT THE HECK...
...LET'S GO FOR IT...
...WHO... WHO ARE YOU..?
YOUR WORST KNIGHTMARE, HUMAN..!
NEXT- Z FOR DANGER!

THEY'RE HERE !

FULLY ARTICULATED, BATTERY DRIVEN, BATTLE ROBOTS *THAT ACTUALLY WALK*

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For advice about this or any other Tomy product, please contact TOMY CARELINE, PO Box 20, Totton, Southampton, SO4 3YF Tel. (0703) 872267